APPENDIX D

**(VERSION OF CLAIMS AS AMENDED HEREIN
WITH MARKINGS TO SHOW CHANGES MADE)**

(Serial No. 09/864,927)

VERSION OF CLAIMS WITH MARKINGS TO SHOW CHANGES MADE

5.   (Amended) The method of claim 4, further comprising sampling rates of play of the at least one game of chance on at least some of the plurality of gaming devices played responsive to player initiation in a tournament and deriving the standard rate of play of the at least one game of chance in the at least one tournament [play] from the sampling.

7.   (Amended) The method of claim 4, wherein the percentage of the standard rate of [tournament] play is preset in memory associated with a microprocessor of the at least one gaming device.

8.   (Amended) The method of claim 1, further comprising displaying to a player of at least some of the gaming devices at least one of the player's average rate of play, relative rate of play as compared with other competing players in the tournament[ ], and relative ranking in rate of play as compared with the other competing players in the tournament.

10.   (Amended) The method of claim 9, further comprising converting at least some of the plurality of gaming machines between play of [a] the primary game of chance in a first mode and play of the at least one game of chance in a second, tournament mode.

11.   (Amended) The method of claim 1, wherein said playing the at least one game of chance comprises playing the at least one game of chance at a rate at least that of the automated minimum rate of play and interrupting the automated minimum rate of play of at least one gaming device of the plurality in favor of at least one period [of] wherein the rate of play is responsive to player initiation.

15.   (Amended) The method of claim [11] 13, wherein at least some of the periods of player-initiated play are relatively shorter than periods of automated play.

16. (Amended) A method of tournament gaming, comprising:

providing a plurality of gaming devices adapted for tournament play, the plurality of gaming devices configured to automatically initiate a game of chance during tournament play upon expiration of a predetermined time interval after completion of a prior play of the game of chance;

initiating a tournament on at least one of the plurality of gaming devices;

playing the [least one] game of chance a plurality of times on the at least one gaming device and providing the predetermined time interval for a player to initiate each play of the game of chance; and

automatically initiating the game of chance if the player fails to initiate play of the game of chance prior to the expiration of the predetermined time interval.

19. (Amended) The method of claim [17] 18, wherein the sampling is conducted by a computer networked to the plurality of gaming devices.

21. (Amended) The method of claim 17, wherein the predetermined time interval is calculated to provide a minimum rate of play ranging from about 70 percent to about 95 percent of [the] a rate of play of the game of chance responsive to player initiation.

22. (Amended) The method of claim 16, further comprising displaying on the at least one gaming device at least one of the player's average rate of play, relative rate of play as compared with other competing players in the tournament, or relative ranking in rate of play as compared with the other competing players in the tournament.

23. (Amended) The method of claim 16, further comprising qualifying for play of the game of chance in [a] the tournament by tendering a wager to initiate a primary game of chance and playing the initiated primary game of chance at least one time to at least one selected game outcome.

24. (Amended) The method of claim 23, further comprising converting at least some of the plurality of gaming devices between play of [a] the primary game of chance in a first mode and play of the game of chance in a second, tournament mode.

26. (Amended) A method of lessening the variance between numbers of games played during fixed periods of tournament gaming, comprising:

providing a plurality of gaming devices adapted for tournament play, the plurality
    of gaming devices configured to automatically initiate a play of a game of chance during
    tournament play upon the expiration of a predetermined time interval without interaction
    from a player;

initiating tournament play of the game of chance a plurality of times by players on the plurality of
    gaming devices for a period of time;

permitting the players to initiate [play of] each [tournament game] play of the
    [at least one tournament] game of chance on the plurality of gaming devices prior to the
    expiration of the predetermined time interval during tournament play; and

automatically initiating play of the game of chance on any gaming device of the plurality of
    gaming devices in which a player thereof does not initiate play of the game of chance prior
    to the expiration of the predetermined time interval.

27. (Amended) The method of claim 26, wherein said automatically initiating play of [a tournament] the game of chance comprises establishing a predetermined minimum rate of play on the plurality of gaming devices.

31. (Amended) The method of claim 28, wherein the percentage of the standard rate of tournament play is preset in memory associated with a microprocessor of each of the plurality of gaming devices.

32. (Amended) The method of claim 28, wherein the predetermined minimum rate of play ranges from about 70 percent to about 95 percent of the [rate of the]standard rate of tournament play.

38.   (Amended) The method of claim 34, wherein the second permitted rate of play reverts to the first permitted rate of play in response to[the] expiration of a predetermined interval of time.

39.   (Amended) A gaming machine configured for tournament gaming, comprising a gaming device configured to permit a player to initiate play of a tournament game of chance within a predetermined time interval, the gaming device further configured to automatically initiate play of the tournament game of chance upon[the] expiration of the predetermined time interval without input from the player.

40.   (Amended) The gaming [device] machine of claim 39, wherein the gaming device is normally configured in a first mode for play of a primary game of chance and selectively configurable to a second mode for play of the tournament game of chance by a player qualified for tournament play responsive to at least one selected outcome of at least one play of the primary game of chance.

41.   (Amended) The gaming [device] machine of claim 39, wherein the predetermined time interval, without interaction from the tournament player, correlates with a minimum rate at which the gaming device permits play of the tournament game of chance.

42.   (Amended) The gaming [device] machine of claim 41, wherein the minimum rate at which the gaming device permits play of the tournament game of chance is derived from a percentage of a standard rate of tournament play.

43.   (Amended) A gaming machine configured for tournament gaming, comprising a gaming device configured to permit a tournament player to play at least one tournament game of chance at a first permitted rate of play during a [
]tournament[,] and configured to change the first permitted rate of play to a second permitted rate of play in response to at least one selected game outcome occurring during [the] a tournament duration.

47.   (Amended) The method of claim 43, wherein the second permitted rate of play reverts to the first permitted rate of play in response to [the] expiration of a predetermined interval of time.

COMPUTER

MEMORY

204

Game Parameter

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228

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202

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208

Game Parameter

212

206 — CPU ⟷ NETWORK CARD ⟷ CENTRAL Controller

224

220

SCOREBOARD DISPLAY

TOUCHSCREEN INPUT

COIN, CURRENCY OR CARD ACCEPTOR

218

Display

212

BUTTONS

216

MODEM

210

214

226

FIG. 1 (PRIOR ART)